

GAM 341 Introduction to Level Design

Instructor: Dr. Bobby Schweizer
Term: Winter 2018
Meeting time: Mon 5:45–9:00pm
Location: 14EAS (Daley) 505 at Loop Campus

Email: b.schweizer@depaul.edu
(Please prefix all emails with GAM 341)
Office: Daley 1630

The class schedule can be found on [D2L](#).

OVERVIEW

Level design is the art of creating the context in which players engage with gameplay. This course explores topics including world composition, spatial challenges, puzzle design, and storytelling. Along the way you will learn the duties of being a level designer.

Using a 3D level editor, you will investigate technical design issues including the construction, texturing, lighting, and scripting of modern game levels. Throughout the term, we will be focusing our attention on how games use space, audio/visual cues, flow and pacing to create player experience.

Please note that this is not a course about learning to use Unreal Engine, although you will be expected to learn aspects of the engine in order to create levels for the course. There are great video tutorials available online linked in D2L. You may use freely available examples/assets found in UE4, as our focus is not on the creation of innovation art or audio but on the creation of well-design levels. It is expected that you have taken GAM 245 and thus come to the class with basic game design knowledge.

Half of the weeks we spend together will be spent doing in-class exercises and projects. In order to support this, you will be responsible for learning material outside of class as indicated on the syllabus. This includes textbook readings and watching Unreal tutorials. These will prepare you for our hands-on activities.

GOALS

- 1) Students will apply previously acquired game design principles and methods in the creation of videogame levels/environments.
- 2) Students will develop a foundational literacy and confidence in basic level design techniques including diagramming, greyboxing, designing player interactions and level events.
- 3) Students will develop fluency in building levels in a 3D environment.
- 4) Students will develop literacy in domains outside of games including principles from architecture, spatial storytelling, and environment design.

COURSE TOOLS

You will need three things for this course: a graph paper notebook, *Portal* (\$9.99 on Steam), and Unreal Engine.

Unreal Engine 4.16 (UE4) is required is available as a free download for Windows, Mac, and Linux. We'll be using Unreal's Blueprint visual scripting system. You will need a USB drive to move your project between home and the computer lab.

ASSIGNMENT OVERVIEW

Iteration 1: 4-Step Greybox	35
Iteration 2: Expanded	35
Iteration 3: Completed	55
Tutoring Lab Visit	10
Design Responses (7 x 5pts)	35
Studio (6 x 5pts)	30
Total	200 points

GRADING SCALE (%)

95 - 100	A
91 - 94	A-
88 - 90	B+
85 - 87	B
81 - 84	B-
77 - 80	C+
73 - 76	C
69 - 72	C-
65 - 68	D+
61 - 64	D
0-60	F

Submitting Work: Most assignments are due to D2L Submissions or Panopto. Rather than uploading full levels you will be asked to create short videos of your levels using screen recording software. Playing a level and recording at the same time is very CPU/graphics intensive, so your home computer or laptop may not be able to handle it. Be prepared to record in one of the campus labs. All recordings will be uploaded to D2L's video service Panopto.

Do not submit assignments by email. Assignment due dates are noted on the schedule. Late assignments (except for the final project) will be accepted after the due date with a ½ letter grade penalty per day. The Submissions folder will remain open for 48 hours after the due date, at which point it will stop accepting submissions and you will need to email me before turning your assignment into the "Late Work" dropbox.

Deadline Extension: Sometimes things happen that get in the way of your schoolwork. I would rather you turn something in late than not at all. Thus, I am willing to grant one deadline extension to each student per term, provided you email me at least two days ahead of time and explain your plan to turn the work in.

Neglecting to turn in any major assignment will result in a failing grade for the course.

Though rewarding, evaluating and critiquing student work is a time-consuming process. *If you submit late work, you may not receive feedback.* Turning in something that's mostly-complete and on-time is better than totally-complete a week late.

Participation & Attendance: Success in this class involves participating in lectures, design activities, and in-class studio exercises. Being a good game designer means being involved in a community of peer discussion and critique.

Absences will count against your Studio Exercise grade. If you miss a class, it is your responsibility to make up the work. Lectures are video recorded and posted to D2L but slides are not. Excused absences must go through the Office of the Dean of Students.

RESOURCES

Labs: As a student in the class, you have access to the CDM Gaming and computer labs (see <http://defrag.depaul.edu> for details). If you're working on an assignment, you have priority for the use of the lab hardware and software. Student ID is required to use the labs.

Game Tutor: Jeremy Crockett is available to help you with Blueprints or other UE4 questions if you need extra support. He is an excellent designer, as well as programmer and I highly encourage you to seek him out. Everyone will be required to visit him at least once during the term. You can contact Jeremy, see his tutoring schedule, and schedule appointments with him here:

<http://www.cdm.depaul.edu/Current%20Students/Pages/TutoringProgram.aspx>

COURSE POLICIES

Attitude: A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others while someone else is speaking, mocking another's opinion, cell phones ringing, emailing, texting or using the internet whether on a phone or computer. If any issues arise, you may be asked to leave the classroom. I will work with the Dean of Students Office to navigate such issues.

Civil Discourse: DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be Socially Responsible Leaders. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. Again, I will partner with the Dean of Students Office to assist in managing such issues.

Digital Devices: While class is in session, your attention should not be divided between classroom activities and your laptops, phones, iPads, etc. (unless you've been asked to). *Devices are only for note-taking and design activities.* Should you need to answer a call during class, please leave the room in an undistruptive manner. Out of respect to everyone in the room, texting/messaging is never allowable in class. Don't play games in class. You will be asked to leave.

And, even though it is technically work for the course, do not work on your levels during class unless you've been explicitly instructed to.

Writing: Design Responses and level analyses are expected to be clear, spell-checked, and demonstrate a high proficiency in written English. The Writing Center offers free one-on-one professional advice from published writers about all types of academic, creative, and professional writing and oral presentations. Go to <http://condor.depaul.edu/writing/> for more information and to set up appointments.

Email: You should email me at least 24 hours before a deadline if you want a timely response. I do not respond to questions the night before an assignment is due.

COLLEGE POLICIES

Changes to Syllabus:

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be addressed during class, posted under News in D2L and sent via email. I commit to giving you enough notice on any changes and assume that you will review the schedule and calendar on D2L every week.

Online Course Evaluations

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in CampusConnect.

Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

Student Rights

To learn about your rights as a student please read DePaul's policies located here <http://sr.depaul.edu/catalog/catalogfiles/current/undergraduate%20student%20handbook/pg51.html>

Incomplete

An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two weeks before the final. For more information on requesting an Incomplete:

<http://www.cdm.depaul.edu/Current%20Students/Pages/Grading-Policies.aspx>.

Academic Policies

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at: <http://cdm.depaul.edu/enrollment>

Students with Disabilities

Students who feel they may need an accommodation based on the impact of a disability should contact me privately to discuss their specific needs. All discussion will remain confidential. To ensure that you receive the most reasonable accommodation based on your needs, contact me as early as possible in the quarter (preferably within the first week of the course) and be sure to contact the following office for support and additional services:

Center for Students with Disabilities (CSD)

Lewis Center 1420, 25 East Jackson Blvd.

Phone number: (312)362-8002

Fax: (312)362-6544

TTY: (773)325.7296

www.studentaffairs.depaul.edu/csd